

# *mystique*<sup>TM</sup>

Instructions



**BACHELORETTE PARTY<sup>TM</sup>**

## **BACHELORETTE PARTY™**

1. Follow the separate directions for selecting the correct game on your Playaround™ 2-in-1 Cartridge.
2. With the power off insert cartridge into game console.
3. Connect the left paddle control.
4. Turn power ON. If no picture check your game and TV connections and then repeat steps 1, 2 and 3. If everything is OK then push either the reset button or the red button on the paddle to begin the game.

### **GAME PLAY**

The object of the game is to use your paddle control to line up the "Spanish Fly" with the flying bachelorette, giving her a shot of energy and causing her to rebound, and "score" with one of the handsome young men attending her party and receive 5 points. When the game starts, the bachelorette has four turns. Depress the fire button on your paddle control to start

each turn. Every time she misses the "Spanish Fly" she loses one turn. After each turn is lost, you must depress the red button to release the next bachelor. When all the turns are lost the game is over. Small squares on the stripe at the bottom of the screen show how many turns remain in addition to the one then in play. Note that when the bachelorette flies toward the men, their private parts (P.P.'s) are in an erect state. As she returns toward the Spanish Fly, they are in a limp condition.

### **FOREPLAY**

Games number 1 and 3 are one-player versions and 2 and 4 are two-player versions. In games 1 and 2 there are two rows of 4 men in each row. Games 3 and 4 are more difficult in that there are two rows of 8 men in each row, and they slowly advance during play. Use the game select switch on your console to select your game choice.



## **DIFFICULTY**

When the two-player option is selected, the first player (using the left paddle—red score stripe) plays until a turn is lost. The second player (right paddle—green score stripe) then plays until a turn is lost. However, when it is the first player's turn again, the turn begins with all the men on the screen, making it more difficult than the single player games.

Turns continue to alternate until one player has lost all their turns. The other player then continues playing until their remaining turns are lost. When this occurs, the game is over and both players' final scores are displayed simultaneously on the screen.

## **BONUS TURNS**

Once the bachelorette scores with all the men in both rows, you will be awarded a bonus turn and two new rows of men appear. You can accumulate no more than 6 turns at any one time, in addition to the one in play.



## AFTER PLAY

The world of adult electronic video games is a most exciting concept. Consenting computer images stimulate, sharpen the reflexes and challenge the competitive urge.

Until recently video games have been considered by many to be "child's play" and were marketed as such. Playaround™ 2-in-1 Games are for adults only (so you don't have to compare your score with your kids).

We have designed our "Adult" games to be fun, challenging, entertaining, satisfying and naughty. Our own team of design engineers has developed a line of games that don't just stop at "Adult," but push your video game console to the limit. You'll see graphics of a quality that you probably have never seen before. You'll hear music and sound effects where you've come to expect only an occasional "bleep" "bleep."

It is our desire to provide you with not only the finest in adult video games, but with a level of quality—playability, graphics, effects, challenge and humor—rarely found in any video game—adult or not. We want you to laugh, smile a lot, have a challenge and enjoy!

### MYSTIQUE™ VIDEO GAME CARTRIDGE LIMITED SIX MONTH WARRANTY

Mystique™ warrants to the original retail purchaser of this video game cartridge that it will be free from defects in materials and workmanship for a period of six (6) months from the date of purchase. Mystique™ agrees to either repair or replace, at its option, free of charge, any cartridge discovered to be defective within the warranty period upon receipt of the cartridge, postage paid, with proof of date of purchase, at its Factory Service Center.

This warranty is limited to the electronic circuitry and mechanical parts originally provided by Mystique™ and is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if resulting from mistreatment or neglect. This warranty is in lieu of all other express warranties and no other representation of claims of any nature shall be binding on or obligate Playaround™. ANY IMPLIED WARRANTIES APPLICABLE TO THIS CARTRIDGE ARE LIMITED TO THE SIX (6) MONTHS PERIOD DESCRIBED ABOVE. IN NO EVENT WILL MYSTIQUE™ BE LIABLE FOR ANY SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGE RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THIS CARTRIDGE.

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